

REMARKS

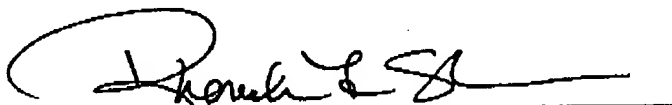
In some embodiments of the present invention, a replay-viewing device may be used to capture images and transfer the captured images for storage in a memory or for display on a display. In an embodiment, a predetermined sequence of frames of defined duration may be stored in the memory. In some instances, once the memory is full, subsequent storage of a sequence of frames overwrites an earlier stored sequence of frames. One embodiment of the viewing device includes a re-view feature. If a user of the device selects the re-view feature, a sequence of frames may be displayed on the display. An embodiment of the device may include a save feature. If a user selects the save feature, a current sequence of frames of predetermined duration may be marked as used. The user may be able to save more than one memory loop in some instances.

Sisselman does have the option of marking a particular memory segment to save that memory segment. Quite simply, Sisselman does not have a "Save" button on his device. *See* Figure 5. Moreover, in Sisselman, after replay, isolated memory blocks are added back the loop to reform the memory loop. [0036]. Because Sisselman's memory segments are rejoined to the memory loop they are ready to be overwritten. Thus, Sisselman does not enable saving particular blocks of his memory loop, for example, for later download or retrieval.

In view of the amendments and remarks herein, the application is believed to be in condition for allowance. The examiner's prompt action in accordance therewith is respectfully requested. The commissioner is authorized to charge any necessary fees, or credit any overpayment to deposit account 20-1504 (ITL.0625US).

Respectfully submitted,

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